

RAY::Camera::ICamera

+ ~ICamera()  
+ getMatrix()



RAY::Camera::Camera3D

- \_camera  
- \_mode  
- \_\_pad0\_\_

+ Camera3D()  
+ Camera3D()  
+ ~Camera3D()  
+ operator=()  
+ setPosition()  
+ setTarget()  
+ setUp()  
+ setFovy()  
+ setProjection()  
+ getPosition()  
and 7 more...